

Serial No. 09/709,574  
Amdt. dated February 13, 2004  
Reply to Office Action of December 3, 2003

Docket No. P-142

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A game service ~~system~~, comprising:  
a game service transmitting device ~~that includes, comprising:~~  
a multiplexer ~~for converting~~ configured to convert image information  
~~and~~ audio information, a game program, and game-related information into a transport stream,  
and  
a transmitting unit ~~for channel coding the transport stream, and~~  
~~modulating, amplifying and transmitting~~ configured to channel-code, modulate, amplify, and  
transmit the transport stream; and  
a game service receiving device ~~that includes, comprising:~~  
a tuning unit configured to receive image and audio information, a game  
program ordered by a user, and game-related information, and ~~configured~~  
image and audio information corresponding to a broadcast channel desired by the user, or the  
game program ordered by the user~~[[,]]~~; and  
a common game interface module configured to demodulate a selected  
game program and game-related information, to error correct the demodulated information, ~~and~~

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~~configured to download the game program and store the game program in a game memory portion of the common game interface unit for access by a user when desired, and to process the game-related information.~~

2. (Currently Amended) A game service transmitting device, comprising:  
a multiplexer ~~for converting~~ configured to convert image and audio information, a game program, and game-related information into a transport stream; and  
a transmitting unit ~~for channel coding~~ configured to channel-code the transport stream, and ~~modulating, amplifying and transmitting to~~ modulate, amplify, and transmit the transport stream to a receiving unit when requested by a user.

3. (Currently Amended) ~~The device according to claim 2, further comprising a~~ A game server system comprising the game service transmitting device of claim 2 and configured to provide game programs and game-related information.

4. (Currently Amended) ~~The device~~ game server system according to claim 3, wherein the game server is configured to receive a game ordering signal indicating a game desired by a user, and to provide the selected game program and game-related information.

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5. (Currently Amended) A game service receiving device, comprising:  
a tuning unit configured to receive image and audio information, a game program ordered by a user, and game-related information, and configured to select either image and audio information corresponding to a channel desired by a user, or a game program ordered by the user; and

a common game interface module configured to demodulate a selected game program and game-related information, ~~and configured to error correct, download and process the demodulated game program and the game-related information, and to store the game program for access by a user when desired.~~

6. (Currently Amended) The device according to claim 5, wherein the common game interface module includes a downloader ~~for downloading configured to download~~ a game program ordered by the user using the game-related information.

7. (Currently Amended) The device according to claim 6, wherein the common game interface module further comprises:

a game memory ~~for storing configured to store~~ a downloaded game program; and  
a CPU ~~for executing configured to execute~~ the stored game program.

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8. (Currently Amended) The device according to claim 7, wherein the CPU ~~executes~~  
is configured to execute the game program upon receipt of a controlling command input  
through a user interface.

9. (Currently Amended) A game service receiving device, comprising:  
a processor configured to receive an input from a user interface, and ~~configured to~~  
output either a first control signal to select a broadcast signal of a channel desired by a user, or a  
second control signal to order a game desired by the user;  
a modem configured to receive the second control signal and to output a  
corresponding game ordering signal to order a game desired by the user; and  
a common game interface module configured to receive the first control signal  
and ~~configured to~~ demodulate a broadcast signal of a channel selected by the user, ~~and a game~~  
program, and game-related information, wherein the common game interface module is also  
configured to error correct, download, store, and process the demodulated game-related  
information so as to allow a user to view the selected channel or execute the selected game.

10. (Currently Amended) The device according to claim 9, further comprising a  
common interface host configured to provide a resource for processing the game program and

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the game-related information.

11. (Currently Amended) The device according to claim 9, wherein the common game interface module includes a downloader ~~for downloading configured to download the~~ game program ordered by the user using the game-related information.

12. (Currently Amended) The device according to claim 9, wherein the common game interface module further comprises:

a game memory ~~for storing configured to store~~ a downloaded game program; and  
a CPU ~~for executing configured to execute~~ the stored game program.

13. (Currently Amended) The device according to claim 12, wherein the CPU ~~executes~~ is configured to execute the game upon receipt of a signal from a user interface.

14. (Currently Amended) A game service transmitting method, comprising:  
converting image and audio information, a game program, and game-related information into a transport stream;  
coding the transport stream; and  
amplifying, modulating, and transmitting the transport stream over a certain

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channel.

15. (Currently Amended) The method according to claim 14, wherein the converting step includes the sub-steps of image and audio information, a game program, and game-related information into a transport stream further comprises:

adding a new game program desired by a user and game-related information to a previously established game list; and

converting the new game program and game-related information into a transport stream.

16. (Currently Amended) A game service receiving method, comprising:

extracting a game list of comprising game-related information from a transport stream that includes image and audio information, a listing of game program programs, and the game-related information;

downloading a game program desired by the user according to the game-related information if the game program is desired by the user and storing the game program in a game memory portion of a receiving device; and

executing the game when desired by a user.

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17. (Currently Amended) The method according to claim 16, further comprising ~~a~~  
~~step of requesting a game program desired by the user from a transmitting party when the game~~  
program desired by the user is not included in the extracted game list.

18. (Currently Amended) The method according to claim 16, wherein the game-  
related information comprises a packet identifier (PID) ~~for identifying configured to identify a~~  
packet of a game program ordered by a user, and a game list.

19. (Currently Amended) The method according to claim 16, further comprising:  
displaying the extracted game list on a display screen; and  
requesting a game desired by the user from a transmitting party when the game  
program desired by the user is not included in the displayed game list.

20. (Currently Amended) A broadcast and game receiving device, comprising:  
a downloader configured to receive a broadcast signal, and to download a game  
program ordered by a user using game-related information ~~that is encoded in the broadcast~~  
signal;  
a game memory ~~for storing configured to store the downloaded game program for~~  
access by a user when desired; and

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a CPU ~~for executing~~ configured to execute the stored game program in response  
to a user request.